AMENDMENTS TO THE CLAIMS

This listing of claims will replace all prior versions and listings of claims in the application.

LISTING OF CLAIMS

Please amend the Claims as follows:

1. (original) A computer system adapted to play audio files, said computer system comprising:

a system CPU;

memory;

at least one drive comprising compressed audio data, said compressed audio data residing in one or more audio files;

a play list software program for selecting and storing a play list comprising one or more of said audio files;

a first operating system adapted to control at least said system CPU and said memory; and

a second operating system, said second operating system being stored in BIOS and adapted to retrieve said play list and cause said drive to read at least one said audio file of said play list, to cause said system CPU to decompress the compressed audio data of said file and provide decompressed audio data, and to cause said decompressed audio data to be stored in said memory.

2. (original) A computer system adapted to play audio files, said computer system comprising:

a system CPU;

memory;

at least one drive comprising compressed audio data;
a first operating system adapted to control at least said system CPU and said memory; and

a second operating system, said second operating system being stored in BIOS and adapted to cause said system CPU to decompress said compressed audio data and store said decompressed audio data in said memory.

3. (previously presented) A computer system adapted to play audio files, said computer system comprising:

a system CPU;

memory;

at least one drive comprising compressed audio data; and
a mini-operating system running instead of a first operating system controlling said computer system, wherein said mini-operating system operates only to play said audio files, and wherein said mini-operating system stored in BIOS, said mini-operating system being adapted to cause said system CPU to decompress said compressed audio data and store said compressed audio data in said memory.

4. (previously presented) A computer system adapted to play audio files, said computer system comprising:

compressed audio data;

a system CPU; and

a mini-operating system running instead of a first operating system controlling said computer system, wherein said mini-operating system operates only to play said audio files, and wherein said mini-operating system stored in BIOS, said mini-operating system being adapted to cause said system CPU to decompress said compressed audio data.

5. (previously presented) A computer system adapted to play audio files, said computer system comprising:
compressed audio data;

a system CPU;

an audio controller; and

a mini-operating system running instead of a first operating system controlling said computer system, wherein said mini-operating system operates only to play said audio files, and wherein said mini-operating system stored in BIOS, said mini-operating system controlling said audio controller and said system CPU, so as to cause said system CPU to decompress said compressed audio data.

6. (original) A computer system adapted to play audio files, said computer system comprising: compressed audio data;

a system CPU;

an audio controller;

a first operating system adapted to control at least said system CPU; and

a second operating system stored in BIOS, said second operating system controlling said audio controller and said system CPU, so as to cause said system CPU to decompress said compressed audio data.

7. (original) A computer system adapted to play audio files, said computer system comprising:

a system CPU;

memory;

at least one drive comprising compressed audio data, said compressed audio data residing in one or more audio files;

a first operating system adapted to control at least said system CPU and said memory;

a play list software program executable under said first operating system, said play list software program being adapted to permit selection and storage of a play list comprising one or more of said audio files; and

a second operating system, said second operating system being stored in BIOS and adapted to retrieve said play list and

cause said drive to read at least one said audio file of said

play list, to cause said system CPU to decompress the compressed

audio data of said file and provide decompressed audio data, and

to cause said decompressed audio data to be stored in said memory.

8. (original) A computer system adapted to play audio files, said

computer system comprising:

at least one drive comprising audio data, said audio data

residing in one or more audio files;

a system CPU;

memory;

a first operating system adapted to control at least said

system CPU and said memory;

a play list software program executable under said first

operating system, said play list software program being adapted

to permit selection and storage of a play list comprising one or

more of said audio files; and

a second operating system, said second operating system

being stored in BIOS and adapted to retrieve said play list and

cause said drive to read at least one said audio file of said

play list, and to play said at least one said audio file of said

play list.

9. (previously presented) A computer system adapted to play

audio files, said computer system comprising:

a drive comprising at least one audio file;

an audio controller; and

a mini-operating system running instead of a first operating system controlling said computer system, wherein said mini-operating system operates only to play said audio files, and wherein said mini-operating system stored in BIOS, said mini-operating system controlling said audio controller, so as to cause said audio controller to play said at least one audio file.

10. (previously presented) A computer system adapted to play audio files, said computer system comprising:

a system CPU;

a drive comprising at least one compressed audio file; and

a mini-operating system running instead of a first operating system controlling said computer system, wherein said mini-operating system operates only to play said audio files, and wherein said mini-operating system stored in BIOS, said mini-operating system controlling said system CPU, so as to cause said system CPU to decompress said at least one audio file.

11. (original) A method of playing audio files on a computer system, said method comprising:

booting a first operating system;

creating and storing a play list comprising a list of compressed

audio files residing on one or more drives of a computer system

having at least a drive, a CPU, and a memory;

terminating said first operating system;

booting a second operating system upon activation by a

switch, wherein said second operating system running instead of

said first operating system to operate only to play said

compressed audio files, and wherein said second operating system

stored in BIOS, said second operating system being adapted to

cause said system CPU to decompress said compressed audio data

and store said compressed audio data in said memory;

reading said play list;

reading said compressed audio files from said drive based on

said play list;

providing said compressed audio data to said CPU for

decompressing the data of said compressed audio file into

decompressed audio data;

storing said decompressed audio data in said memory; and

retrieving said decompressed audio data from said memory for

playing.

12. (previously presented) A method of playing audio files on a

computer system, said method comprising:

booting a first operating system;

creating and storing a play list comprising a list of
compressed audio files residing on one or more drives of a
computer system having at least a drive, a CPU, and a memory;
terminating said first operating system;

booting a second operating system, wherein said second
operating system running instead of said first operating system
to operate only to play said compressed audio files, and wherein
said second operating system stored in BIOS, said second
operating system being adapted to cause said system CPU to
decompress said compressed audio data and store said compressed
audio data in said memory;

reading said play list;

reading said compressed audio files from said drive based on
said play list;

providing said compressed audio data to said CPU for
decompressing the data of said compressed audio file into
decompressed audio data;

storing said decompressed audio data in said memory; and
retrieving said decompressed audio data from said memory for
playing.

13. (currently amended) A computer system adapted to play audio
files, said computer system comprising:

a system CPU;

memory;

at least one drive comprising compressed audio data;

a first operating system adapted to control at least said system CPU and said memory;

a second operating system ~~operating independently of said system CPU~~, said second operating system being adapted to cause said system CPU to decompress said compressed audio data and store said decompressed audio data in said memory;

a first switch, the activation of said first switch causing said first operating system to boot; and

a second switch, the activation of said second switch causing said second operating system to boot.

14. (previously presented) A computer system adapted to play audio files, said computer system comprising:

a system CPU;

memory;

a first operating system adapted to control at least said system CPU and said memory;

at least one drive comprising compressed audio data;

a second operating system running independently of said first operating system, said second operating system being adapted to cause said system CPU to decompress said compressed audio data and store said compressed audio data in said memory; and

a switch, the activation of said switch causing said second operating system to boot.

15. (previously presented) A computer system adapted to play audio files, said computer system comprising:

compressed audio data;

a system CPU;

a first operating system adapted to control at least said system CPU;

a second operating system operating independently of said first operating system, said second operating system being adapted to cause said system CPU to decompress said compressed audio data; and

a switch, the activation of said switch causing said second operating system to boot and cause said system CPU to decompress said compressed audio data.

16. (previously presented) A computer system adapted to play audio files, said computer system comprising:

compressed audio data;

a system CPU;

an audio controller;

a first operating system adapted to control at least said system CPU;

a second operating system operating independently of said first operating system, said second operating system controlling

said audio controller and said system CPU, so as to cause said

system CPU to decompress said compressed audio data; and

a switch, the activation of said switch causing said second

operating system to boot.

17. (original) A computer system adapted to play audio files,

said computer system comprising:

compressed audio data;

a system CPU;

an audio controller;

a first operating system adapted to control at least said

system CPU;

a second operating system operating independently of said

first operating system, said second operating system controlling

said audio controller and said system CPU, so as to cause said

system CPU to decompress said compressed audio data; and

a switch, the activation of said switch causing said second

operating system to boot.

18. (previously presented) A computer system adapted to play

audio files, said computer system comprising:

a drive comprising at least one audio file;

an audio controller;

a mini-operating system running instead of a first operating

system controlling said computer system, wherein said mini-

operating system only operates to play said audio files, said mini-operating system being stored in BIOS and adapted to control said audio controller, so as to cause said audio controller to play said at. least one audio file; and
a switch, the activation of said switch causing said operating system to boot.

19. (previously presented) A computer system adapted to play audio files, said computer system comprising:

a system CPU;

a drive comprising at least one compressed audio file; and

a mini-operating system running instead of a first operating system controlling said computer system, wherein said mini-. operating system only operates to play said audio files, said mini-operating system being stored in BIOS and adapted to control said system CPU, so as to cause said system CPU to decompress said at least one audio file; and

a switch, the activation of said switch causing said operating system to boot.

20. (currently amended) A computer system adapted to play audio files and run under a operating system, said computer system comprising:

a system CPU;

memory;

at least one drive comprising compressed audio data; and

an audio controller coupled to said system CPU, memory and drive;

said audio controller operating independently of said

operating system, being adapted to cause said drive to read said

compressed audio data, to cause said system CPU to decompress

said compressed audio data, thereby providing decompressed audio

data, and to cause said decompressed audio data to be stored in

said memory.

21. (original) A computer system as claimed in claim 20, wherein

said audio controller is further adapted to place said system CPU

in standby state when said system CPU is not decompressing said

compressed audio data.

22. (original) A computer system as claimed in claim 20, wherein

said audio controller is further adapted to cause said

decompressed audio data to be retrieved from said memory for

playing.

23. (original) A computer system as claimed in claim 20, wherein

said drive is a hard disk, removable disk, floppy disk, magnetic

storage medium, optical storage medium, or IDE device.

24. (original) A computer system as claimed in claim 20, wherein said compressed audio data is in MP3, WMA, AAC, or other secured compressed audio format.

25. (original) A computer system as claimed in claim 20, further comprising at least one digital computer bus, wherein said audio controller is coupled to at least one of said system CPU, memory, and drive via said digital computer bus.

26. (original) A computer system as claimed in claim 20, further comprising a mini-OS.

27. (original) A computer system as claimed in claim 20, further comprising an LCD interface for generating signals to an LCD display for displaying song name, file/directory name and/or timing data.

28. (original) A computer system as claimed in claim 20, further comprising a plurality of function keys and a function key interface operable with said plurality of function keys, said function keys generating user commands to said audio controller through said function key interface.

29. (original) A computer system as claimed in claim 28, further comprising a software driver for receiving interrupts generated

by at least one of said plurality of function keys and for passing said interrupts to said system CPU.

30. (original) A computer system as claimed in claim 29, further comprising standard audio player software, wherein said CPU utilizes said interrupts to control said standard audio player software.

31. (original) A computer system as claimed in claim 20, wherein said audio controller is adapted not to cause said drive to read said compressed audio data, nor to cause said system CPU to decompress said compressed audio data, nor to cause said decompressed audio data to be stored in said memory, unless said computer system is off, in hibernate mode, in suspend to HDD mode, or in one of power states S4 or S5.

32. (original) A computer system as claimed in claim 20, wherein said audio controller is adapted not to cause said drive to read said compressed audio data, nor to cause said system CPU to decompress said compressed audio data, nor to cause said decompressed audio data to be stored in said memory, when said computer system is on, in sleep mode, in suspend to RAM mode, or in one of power states S0 or S3.

33. (original) A computer system as claimed in claim 29, wherein said software driver is adapted not to receive said interrupts generated by at least one of said plurality of function keys nor pass said interrupts to said system CPU, unless said computer system is on, in sleep mode, in suspend to RAM mode, or in one of power states S0 or S3.

34. (original) A computer system as claimed in claim 20, wherein said compressed audio data is stored in one or more audio files on said drive, said computer system further comprising a play list software program for creating and storing a play list comprising one or more said audio files.

35. (original) A computer system as claimed in claim 34, wherein said play list software program is executable only when said computer is on or in power state S0.

36. (original) A computer system as claimed in claim 35, wherein said audio controller is further adapted to cause said drive to read said compressed audio data based, at least in part, on said stored play list.

37. (original) A computer system adapted to play audio files, said computer system comprising:

 a system CPU;

memory;

at least one drive comprising compressed audio data, said compressed audio data residing in one or more audio files;

a play list software program for selecting a play list comprising one or more of said audio files; and

an audio controller coupled to said system CPU, memory and drive;

said audio controller being adapted to cause said drive to read at least one said audio file of said play list, to cause said system CPU to decompress the compressed audio data of said file and thereby provide decompressed audio data, and to cause said decompressed audio data to be stored in said memory.

38. (currently amended) A method of playing audio files on a computer system, said method comprising:

reading compressed audio data from the drive of a computer system having at least a drive, a CPU, and a memory; providing said compressed audio data to said CPU for decompressing said compressed audio data, thereby providing decompressed audio data; and

storing said decompressed audio data in said memory for ~~later~~ playback using a mini-operating system operating independently of a first operating system controlling said computer system, wherein said mini-operating system is operable only to play said compressed audio data.

39. (original) A method of playing audio files on a computer system as claimed in claim 38, further comprising placing said system CPU in a standby state when said system CPU is not decompressing said compressed audio data.

40. (original) A method of playing audio files on a computer system as claimed in claim 38, further comprising retrieving said decompressed audio data from said memory for playing.

41. (original) A method of playing audio files on a computer system as claimed in claim 38, wherein said drive is a hard disk, removable disk, floppy disk, magnetic storage medium, optical storage medium, flash media, or IDE device.

42. (original) A method of playing audio files on a computer system as claimed in claim 38, wherein said compressed audio data is in MP3, WMA, AAC, or other secured compressed audio format.

43. (original) A method of playing audio files on a computer system as claimed in claim 38, further comprising generating signals to an LCD display for displaying song name, file/directory name and/or timing data.

44. (original) A method of playing audio files on a computer system as claimed in claim 38, wherein said computer system

further comprises a plurality of function keys, and wherein said
method further comprises receiving user commands generated by at
least one of said plurality of function keys and utilizing said
user commands to control said playing.

45. (original) A method of playing audio files on a computer
system as claimed in claim 38, further comprising receiving
interrupts generated by at least one of said plurality of
function keys and passing said interrupts to said system CPU.

46. (original) A method of playing audio files on a computer
system as claimed in claim 38, wherein said computer system
further comprises standard audio player software, and wherein
said method further comprise utilizing said interrupts to control
said standard audio player software.

47. (original) A method of playing audio files on a computer
system as claimed in claim 38, wherein said steps of reading
compressed audio data from the drive of said computer system,
providing said compressed audio data to said CPU, and storing
said decompressed audio data in said memory, are not performed
unless said computer system is off, in hibernate mode, in suspend
to HDD mode, or in one of power states S4 or S5.

48. (cancelled)

49. (original) A method of playing audio files on a computer system as claimed in claim 45, wherein said steps of receiving interrupts generated by at least one of said plurality of function keys and passing said interrupts to said system CPU are not performed unless said computer system is on, in sleep mode, in suspend to RAM mode, or in one of power states S0 or S3.

50. (cancelled)

51. (cancelled)

52. (cancelled)

53. (currently amended) A method of playing audio files on a computer system, said method comprising:

creating and storing a play list comprising a list of compressed audio files residing on one or more drives of a computer system having at least a drive, a CPU, and a memory; reading said play list;

reading said compressed audio files from said drive based on said play list;

providing said compressed audio data to said CPU for decompressing the data of said compressed audio file into decompressed audio data;

storing said decompressed audio data in said memory for

~~later~~ playback using a mini-operating system operating

independently of a first operating system controlling said

computer system, wherein said mini-operating system is operable

only to play said compressed audio data; and

using said mini-operating system for retrieving said decompressed

audio data from said memory for playing.

54. (previously presented) A method of playing audio files on a

computer system, said method comprising:

when said computer system is on, in sleep mode, in suspend

to RAM mode, or in one of power states S0 or S3, creating and

storing a play list comprising a list of compressed audio files

residing on one or more drives of a computer system having at

least a drive, a CPU, and a memory; and

when said computer system is off, in hibernate mode, in

suspend to HDD mode, or in one of power states S4 or S5, playing

the compressed audio files of said play list, using a mini-

operating system operating independently of a first operating

system controlling said computer system, wherein said mini-

operating system is operable only to play said audio files.

55. (currently amended) A method of playing audio files on a

computer system, said method comprising:

when said computer system is on, in sleep mode, in suspend to RAM mode, or in one of power states S0 or S3, creating and storing a play list comprising a list of compressed audio files residing on one or more drives of a computer system having at least a drive, a CPU, and a memory, wherein said list of compressed audio files is stored for ~~later~~ playback using a mini-operating system operating independently of a first operating system controlling said computer system, wherein said mini-operating system is operable only to play said compressed audio data when said computer system is off;

when said computer system is off, in hibernate mode, in suspend to HDD mode, or in one of power states S4 or S5, reading said play list;

when said computer system is off, in hibernate mode, in suspend to HDD mode, or in one of power states S4 or S5, reading said compressed audio files from said drive based on said play list;

when said computer system is off, in hibernate mode, in suspend to HDD mode, or in one of power states S4 or S5, providing said compressed audio data to said CPU for decompressing the data of said compressed audio file into decompressed audio data;

when said computer system is off, in hibernate mode, in suspend to HDD mode, or in one of power states S4 or S5, storing said decompressed audio data in said memory; and

when said computer system is off, in hibernate mode, in suspend to HDD mode, or in one of power states S4 or S5, retrieving said decompressed audio data from said memory for playing.

56. (currently amended) A method of playing audio files on a computer system, said method comprising:
reading compressed audio data from the drive of a computer system, said computer system having at least a drive, a CPU, and a memory;

providing said compressed audio data to said CPU for decompressing said compressed audio data into decompressed audio data;

storing said decompressed audio data in said memory for ~~later~~ playback using a mini-operating system operating independently of a first operating system controlling said computer system, wherein said mini-operating system is operable only to play said compressed audio data; and
using said mini-operating system for playing said decompressed audio data from said memory.

57. (original) A computer system adapted to play audio files, said computer system comprising:

a system CPU;

memory;

at least one drive comprising compressed audio data, said compressed audio data residing in one or more audio files;

a play list software program for selecting and storing a play

list comprising one or more of said audio files; and

an audio controller coupled to said system CPU, memory and drive;

said audio controller being adapted to retrieve said play

list and cause said drive to read at least one said audio file of

said play list, to cause said system CPU to decompress the

compressed audio data of said file and provide decompressed audio

data, to cause said decompressed audio data to be stored in said

memory, and to cause said decompressed audio data to be played

from said memory.

58. (previously presented) A computer system adapted to play

audio files, said computer system comprising:

compressed audio data residing in one or more audio files;

at least one function key configured to enable a user to select

at least one of said audio files;

a system CPU;

an audio controller; and

a mini-operating system running instead of a first operating

system controlling said computer system that only operates to

play said audio files, wherein said mini-operating system

comprising file management software, said file management

software configured to manage said audio files and to permit said

user to access said audio files via said at least one function

key, said operating system also configured to control said audio

controller and said CPU to cause said CPU to decompress said at
least one audio file selected by said user.

59. (original) The computer system of claim 58, further
comprising an LCD display configured to display a file/directory
name for said audio files.

60. (previously presented) A computer system adapted to play
audio files, said computer system comprising:

a system CPU;

memory;

at least one drive comprising compressed audio data residing
in one or more audio files;

at least one function key configured to enable a user to
select at least one of said audio files; and

a mini-operating system running instead of a first operating
system controlling said computer system that only operates to
play said audio files, wherein said mini-operating system
comprising files management software, said file management
software configured to manage said audio files and permit said
user to access said audio files via said at least one function
key, said operating system also configured to control said CPU to
cause said CPU to decompress said at least one audio files
selected by said user.

61. (previously presented) The computer system of claim 60, further comprising an LCD display configured to display a file/directory name for said compressed audio data.

62. (withdrawn) A computer system adapted to play audio files, said computer system comprising:

a system CPU;

memory;

at least one storage medium comprising compressed audio data, said compressed audio data residing in one or more audio files;

at least one function key configured to enable a user to select at least one of said audio files; and

a play list software program for selecting and storing a play list comprising one or more of said audio files;

a first operating system configured to control at least said system CPU and said memory; and

a second operating system comprising file management software, said file management software configured to manage said audio files and to permit said user to access said audio files via said at least one function key, said operating system also configured to retrieve said play list and cause said drive to read at least one said audio file of said play list, to cause said system CPU to decompress said at least one audio file selected by said use and provide decompressed audio data, and to cause said decompressed audio data to be stored in said memory.

63. (withdrawn) The computer system of claim 62, further comprising an LCD display configured to display at least a file/directory name for said audio files.

64. (withdrawn) A method of playing audio files on a computer system, said method comprising the steps of:

    selecting compressed audio data from a drive of a computer system having at least said drive, a CPU, and a memory, wherein said selecting step is performed by activation of at least one function key;

    reading said compressed audio data;

    providing said compressed audio data to said CPU for decompressing said compressed audio data, thereby providing decompressed audio data; and

    storing said decompressed audio data in said memory.

65. (withdrawn) The method of claim 64, further comprising displaying at least a file/directory name for said compressed audio data.

66. (withdrawn) The method of claim 65, wherein said file/directory name is displayed on an LCD screen.

67. (withdrawn) The method of claim 64, wherein said drive is a hard disk, removable disk, floppy disk, magnetic storage medium, optical storage medium, flash media, or IDE device.

68. (withdrawn) The method of claim 64, wherein said compressed audio data is in MP3, WMA, AAC, or other secured compressed audio format.

69. (withdrawn) The method of claim 64, wherein said compressed audio data resides in one or more audio files and said selecting step selects at least one of said audio files.